

CHAPTER 1

INTRODUCTION

This chapter discusses the background of study, the statement of problem, objective of study, significance of study, scope and limitation, and the definition of key term.

A. Background of Study

In Indonesia, English is a foreign language which is taught at schools. It is not only given as a compulsory subject which is examined in the national final examination (UNAS), but it is also given to prepare the students to face the global era for now and their future life. ¹

Teaching English as a foreign language is not easy. Almost of Indonesia students have difficulty to understand about English, moreover some of them dislike with this subject because they felt that English is so difficult and boring. So, the teacher must use interesting method or strategy in teaching learning English process. But if the teacher only use interesting strategy or method is not enough, because almost all of teacher in Indonesia explain the lesson just orally or written in the black board, so that many students did not give full attention and ignored it.

¹ Farihah, *Improving Reading Comprehension Skill Of Eleventh-Grade Students Of MAN Kunir Blitar By Using Pre-Questioning*, (Kediri: STAIN Kediri, 2013), P. 27

Besides using good strategy or method to teaching English, the teacher can use interesting learning media. Learning media is also important in learning process to make the students more interest, enthusiastic and easier to learn lessons, such as English. Learning media is tools to help teaching learning process and anything which is used to stimulating mind, feeling, attention and also study ability, so that can motivate learning process.

Using learning media in teaching learning process can stimulate desirability and new interest, stimulate motivation and stimulating learning activity and moreover carry psychology influences to the students. Using learning media at orientation learning step will help effectiveness learning process and delivery message and content of the lesson at the moment. Except stimulating motivation and student interest, learning media can help student to improve understanding, present data interestingly and credible, easier to interpretation the data and condense information.²

Moreover, in the modern Era, there are many developers are successful developing sophisticated technologies such as computer, android, internet and etc. Those technology developments gave big suggestion in education. Beside suggest curriculum and learning methodology, the modern era but also we can develop the new media from the technology for teaching English, which design so interesting. By the modern technology, there are many media which design by picture, music, video and etc. So that, the students more interest, easier, and more understand about English Lesson.

² Azhar Arsyad. *Media Pembelajaran*, (Jakarta: Raja Grafindo Persada.2009),p. 15.

There are many examples of learning media that developed in teaching learning such as using Video, power point, macromedia flash, adobe flash and etc. But all of those were often used in teaching learning process.

Many students at second grade of MA Al- Manar did not have spirit to study English, almost all of them felt difficult to understand English and dislike it, because English is foreign language. The others reasons, because they were bored by the teaching learning process which did not have innovation and just used traditional method and media. There is not new interesting media which support learning teaching English process. So that they did not interest to study English, they need interesting thing in teaching learning process. Based on the problems, the researcher thought to develop interactive learning media which rare used, that is why the researcher thought to use software of Articulate Storyline for teaching English.

Articulate storyline is a software which has function as communication media or presentation. Learning media by using articulate storyline software is not less interesting with other interactive media, such as macromedia flash, adobe flash and etc.³ By this media, the teaching learning English process will be so fun, interesting and enjoyable for the students. The teacher can design the source by giving some pictures, animations, graphics, music, video, movie, and quiz that was showed on the slides video by using

³ Saputra Indra Purnama & I Gusti Putu Asto B. *Pengembangan Media Pembelajaran Interaktif Menggunakan Software Articulate Storyline Pada Mata Pelajaran Teknik Elektronika Dasar Kelas X TEI 1 Di SMK N 2 PROBOLINGGO*, (Surabaya : UNESA. 2014),p. 2.

this software. By this media, the students more active, they can study by their self and they can did some quiz that will get the score automatically.

There are some Develops of interactive learning media which gave benefit for education, such as "*Developing Interactive Learning Multimedia Of "English for Year VII Science Teacher"*". Furthermore, there is Research which success to developed interactive learning media by using articulate storyline in education, that is "*Pengembangan Media Pembelajaran Interactive Menggunakan Software Articulate Storyline Pada Mata Pelajaran Teknik Elektronika Dasar Kelas X TEI 1 di SMK NEGERI 2 PROBOLINGGO*". This Research and development success attracted the students' attention in learning process and got very good respond from them. Based on the result of the previous study and the problem of learning media which faced by second grade students of MA Al-Manar in Learning English, the researcher interest to develop interactive learning media, so that the researcher conduct a study entitled "*Developing an Interactive Learning Media By using Articulate Storyline for Teaching English at Second Grade Students of MA Al - Manar Prambon Nganjuk*"

B. The Statement of The Problem

Based on the background of the study above, the writer finds a problem of the study as follows:

1. How is the interactive learning media by using articulate story line for teaching English at second grade students of MA Al – Manar Prambon Nganjuk developed?
2. What is the quality of the interactive learning media which was developed by using articulate story line for teaching English at second grade students of MA Al- Manar Prambon Nganjuk ?
3. What are the responds of the students and the English teacher at second grade of MA Al-Manar Prambon Nganjuk on the interactive learning media which was developed by using articulate storyline for teaching English?

C. Objective of the Research

Based on the statement of the problem above, the researcher would like to formulate the objectives as follows:

1. To describe the developing of interactive learning media by using articulate story line for teaching English at second grade of MA Al- Manar Prambon Nganjuk
2. To know the quality of the interactive learning media which was developed by articulate story line for teaching English at second grade of MA Al- Manar Prambon Nganjuk

3. To know the responses of the students and English teacher at second grade of MA Al-Manar Prambon Nganjuk on the interactive learning media which, was developed by using articulate storyline for teaching English.

D. The Significance of Study

The results of the research have contribution for the students, teachers, especially for English teacher in MA Al – Manar Prambon Nganjuk and the researcher. The contribution for each will be explained above:

1. For the students

The research and development of the interactive learning media by using articulate storyline for teaching English hoped the students easier to study English and they will more interest to study English.

2. For the English teacher

The English teachers can also use the interactive learning media which developed by using articulate storyline to teaching English in the school easier. After studying it, they can make the student enjoy with the teaching learning process.

3. For the Researcher

By doing the research directly, the researcher got the experience and knowledge about the development of the interactive learning media by using articulate story line for teaching English at Second Grade students of MA Al – Manar Prambon Nganjuk.

E. Scope and limitation

The scope of the study is the students at second grade of MA Al-Manar Prambon Nganjuk. The limitation of the study is discusses about the development of the interactive learning media by using articulate storyline for teaching English only, especially for narrative text material and did not develop for teaching other lessons. This study will more spent much time to develop it, so that should prepared and manage enough time and this developed interactive learning media is difficult to do in the school which did not have learning tools which adequate like LCD, computer and etc.

F. The Definition of Key Term

In this study, the researcher gives definition about some terms in order to avoid misunderstanding. The definition is as follow:

1. Developing

Developing become or make something larger, more advanced, stronger, etc.⁴

2. Interactive Learning Media

Learning media is tools to help teaching learning process and anything which is used to stimulating mind, felling, attention and also study ability, so that can motivate learning process. Whereas interactive learning media is a teaching delivery system, which presents video footage with computer control to the audience (students) who not only

⁴ Victoria Bull, *Oxford Learners Pocket Dictionary forth edition* (Oxford University Press: 2008), p 122.

hear and see the video and sound, but also provide an active response, and the response was that determine the speed and sequence of presentation.

3. Articulate Storyline

Articulate Storyline is program made by articulate, is a program used to create interactive slideshows, screencasts and simulations. Similar to Adobe Captivate, Storyline allows for the rapid development of eLearning content.⁵

4. Teaching English

Teaching English is process to import knowledge or skill; give instruction about English to the students. The skills are listening, speaking, writing, and reading also.

5. MA Al- Manar

MA Al- Manar is kinds of Islamic senior high school which is located at at jln. Raya Grompol, Prambon, Nganjuk. It has two basic knowledge, they are social-based knowledge and science-based knowledge.

⁵ Affiliate Gerry, *Articulate Storyline* (Fredrickson communication:2012),p. 50